STAR OCEAN
First Departure™
TEEN
T
CONTENT RATED BY
ESRB
SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

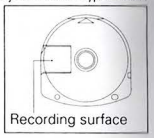
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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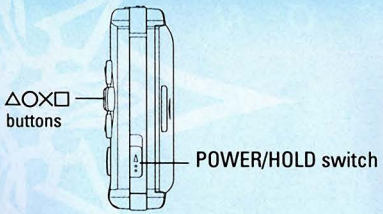
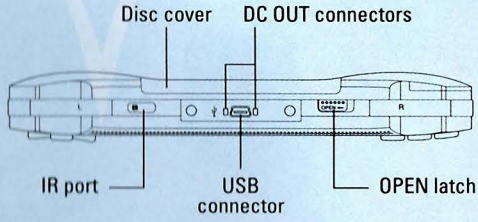
STARTING UP

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the STAR OCEAN: First Departure disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

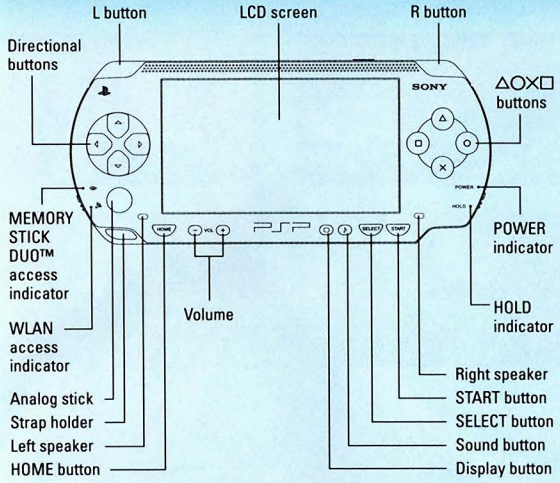
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

GAME CONTROLS

PSP® (PlayStation® Portable) system configuration



These are the basic controls. You can change the buttons by using the Settings screen in the Camp Menu.
Black text refers to actions in the field, red refers to battle screens, and blue refers to the Camp Menu screen.

L button/R button

Revolves your view on the world map
Uses special arts and symbology
Switches between characters and pages

⊗ button

Talk, search
Basic attack
Confirm selection

Directional buttons/Analog stick

Moves characters
Moves characters
Chooses menu items

□ button

Private Action
Battle area overview (Auto) /
Change target (Semi Auto) / Cancel target
Toggle info

HOME button

Ends the game

○ button

Walk (with directional buttons or analog stick)
Change character
Cancel selection

△ button

Opens Camp Menu
Opens Command Circle
Shows sub-menus

START button

Change the mini map

SELECT button — Not used

Roak is an underdeveloped planet filled with abundant nature and diverse forms of life. On the southernmost tip of the continent of Muah, stands the tiny, remote border town of Kratus.

And in that town, a girl named Millie runs down the country lane. Her destination: the town's defense force headquarters where she will find her friends Roddick and Dorne.

Despite being in a so-called "defense force," Roddick and Dorne are simply killing time, bored in a town where there are never any accidents, incidents, or tasks in general. Millie, hardly in a position to pass them over, takes them along to patrol around the town.

And then, the story begins...

Roddick Farrence

(Voiced by Yuri Lowenthal)

A young Fellpool (a race of people with tails) living on Planet Roak, he is part of his hometown's defense force, and his day job is patrolling the town. He's the passionate type, but sometimes looks kind of mournful and lost in thought.

Millie Chliette

(Voiced by Katie Leigh)

She's a cheerful and dynamic girl who backs up Roddick and Dorne in battle using the healing symbology she learned from her father.

Dorne Murtough

(Voiced by Dick Smallberries, Jr.)

A close friend of Roddick and Millie since childhood, he also belongs to the defense force. He's a big-hearted guy with a core of steel and brings the group together.

Ronyx J. Kenny

(Voiced by Sam Gold)

The captain in charge of a Terran Alliance reconnaissance mission to Planet Roak, he's logical and cool-headed, but also has a kind-hearted and daring side to him. He enjoys the full trust of his subordinates.

Ilia Silvestri

(Voiced by Julie Maddalena)

Ronyx's second-in-command, she's a brilliant woman with a Ph.D. She is also a master of unarmed combat and remarkably cheerful for a soldier. She loves her alcohol.

Once the opening movie has finished, you will be taken to the title screen and can begin the game.

Title Screen

To play the game from the beginning, select New Game. To continue a saved game, select Continue.

If you have no saved data, then Continue will not be selectable.

New Game

If you highlight New Game and press the **START button** or ⊗, you will be taken to the character naming screen. Once you have named the character, the game will begin.

Naming Your Character

Here, you can change the main character's name. "RODDICK" is the default name, and you can leave his name as is by choosing OK without making any changes. If you would like a different name, use ◎ to delete the letters, select new ones from the lower panel, and press ⊗ to input them. Choosing Return takes you back to the title screen.

You can change character names after starting the game, too, via the status screen (see P. 28).

■ Changing a Character's Name

Directional buttons / analog stick: Move cursor

⊗ : Input letter

◎ : Delete letter

START button: OK

SELECT button: Switch name back to default

Continue

With Continue, you can resume play from your saved data. Select the save you wish to load and press ⊗.

Movie Gallery

Here, you can re-watch the movies that play during the course of the game. Select the movie you would like to see and press ⊗ to view. Pressing ◎ during playback will stop the movie and return you to the gallery.

Saving

If you open up the Camp Menu on the world map (P. 22), you will be able to save. Generally, you cannot save in towns or dungeons, unless you manage to find a save point. You can load saved data from the Camp Menu at any point. Also, as saving requires 384KB of free memory space, a Memory Stick Duo™ or Memory Stick Pro Duo™ will be necessary. Please have one inserted into the Memory Stick Duo™ slot before saving.

■ Save Points
You will find these around towns and in dungeons. Touching a save point will allow you to save the game.

The adventure mainly takes place on the world map and the field screens for towns and dungeons.

The Field

As the player, you traverse the world map, making your way to towns and dungeons. The **L button** and **R button** pan the camera around on the world map so you can see around you.

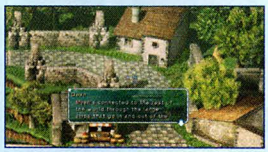
■ World Map

This is the stage upon which your epic adventure is set. Explore the various towns and dungeons dotted about the map to progress through the story. As you journey on, battles will occur along the way.

■ Mini Map

Using the **START button**, you can turn on or off a reduced-scale map and change its display style.

▲ Your party's current location and direction
● Towns, villages, etc.



■ Towns and Villages

You will come across various populated towns and villages (see P. 12). Talk to the townspeople to learn new information, and visit shops to stock up on supplies for your adventure.

■ Dungeons

You will discover dungeons inside locations such as caves and shrines. Inside, you will encounter enemies and battle will break out. Also, there may be treasure chests containing items.

Basic Movement in the Field

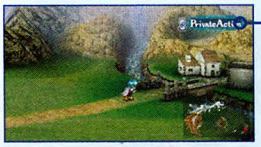
Visit various locations, talk to townspeople, and find items in treasure chests.

■ Talking

Approach a person and press ⊗ to talk to them. Also, use ⊗ to open treasure chests and investigate places that have caught your eye.

Private Actions

Sometimes, a Private Action icon will appear when you approach a town on the world map. Private Actions are mini episodes starring different characters. During these episodes, townspeople will divulge different information from before, and special, unique events will occur.



Press ⊙ when the Private Action icon appears to enter the town in Private Action mode.

The actual Private Action will differ depending on which party members you have, which town you are in, and simply timing.

Depending on the outcome of these Private Actions, the plot of future Private Actions and relationships between characters may change, for better or worse. Characters with good relationships will give each other more support in battle.

Places to Visit in Towns

In towns, you can spend the night at inns and buy provisions from item shops and weapon shops. There are also private homes and bars to explore.

Inns: Restore health

When you stay at an inn, your whole party's HP, MP, and any status ailments are healed. The cost depends on how many characters are in the party.

Weapon shops: Purchase equipment

These stores deal in weapons, armor, and accessories. The available stock depends on the shop. You can check which characters are able to use each item by looking at the top left of the screen. Purchase equipment at these stores to prepare your party for the battles to come (see P. 26).

Item shops: Purchase items

These shops specialize in healing items, such as Blueberries, and other useful tools. The available stock depends on the shop.

Skill Guilds: Purchase skill sets

Here you can buy information on skill sets and get advice about said skills. The skill sets offered differ depending on the guild (see P. 34).

Food shop: Purchase ingredients

These shops deal in fruits, vegetables, grains, etc. These ingredients are essential for creating food items with Item Creation via Cooking (see P. 37).

Arena: Hone your skills in one-on-one combat!

In the town of Tatroi, you can compete in the Arena. Choose a character, and receive a prize after winning five one-on-one battles in a row. Characters start off at Rank H but can fight in higher-ranked matches as they clear each rank. The opponents are generally enemies you can encounter in other places.

Buying and Selling Items

Simply select the item(s) and quantity you wish to buy or sell, select Checkout, and press ⊗ to complete the transaction.

Choose the item(s) you wish to buy or sell, and on the right you will see your current funds, the transaction amount, and how much money you will have left afterwards.

Use Checkout to finish the transaction. Buying and selling can be conducted at the same time.

In battle, you take control of a single character's actions and perform attacks. The rest of your party follow the battle strategies you have assigned and act automatically.

Commencing and Fighting a Battle

If you encounter enemies as you traverse the field, the screen switches to the Battle Field.

■ Battle Start

At the beginning of the fight, your party and the enemy appear on the field. Your party starts in the battle formation you have set.

■ Movement & Attack

You control one character, carrying out movements and attacks. The other characters follow their pre-arranged strategies (see P. 30) and act automatically.

■ Victory

Defeat all enemies to win the battle. Defeated foes will give you experience points, money, and items. After battle has ended, you will return to the main field screen.

■ Defeat

If all of your members are incapacitated, you lose. The game is over, and you will be taken to the Load screen.

● Battle Screen

■ Character Status

The status gauges for the character you are controlling are highlighted.

- HP Gauge
- MP Gauge
- Casting Time Gauge

■ Radar

The radar map shows the locations of allies and enemies.

- The character you are controlling
- Allies
- Enemies

■ Range

This indicates the distance to your targeted enemy.

SHORT: Short range
LONG: Far away

■ Damage

Shows damage that a character has taken or inflicted.

White numbers: Damage
Green numbers: Health recovered

■ Skill

This panel shows combat skills used.

■ Special Art/Spell

This window shows the special art or spell used.

Surprise Attacks

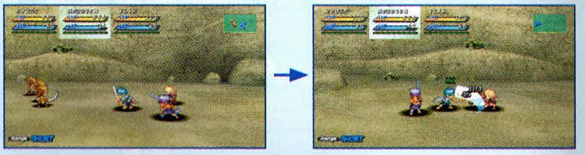
Sometimes battles will begin under a suprise attack. When this happens, your party will start the fight in a dazed state, putting you at quite a disadvantage.

■ Types of Surprise Attacks

Back Attack:	Enemies appear behind you.
Ambush:	Enemies leap down from above.
Surround Attack:	Enemies appear in front and behind your party.

Striking the Enemy

Press ✕ to attack with your equipped weapon. If the enemy is out of range, your character will automatically move close enough to strike. Press ■ to cancel. Press ✕ multiple times to perform a combo of up to three hits.



Using Special Arts

Use the **L button** or **R button** to use your special art at the expense of MP. The more you use a special art, the more powerful it can become.
You can set special arts in the Special Arts/Spells section of the Camp Menu.

Using Symbology (Spells)

Cast spells with the **L button** or **R button**, just as with special arts, or by selecting "SYMBOLOGY" from the Command Circle (P. 17). With symbology, however, it takes time to cast spells. Moreover, the spell will be cancelled should the character take damage while casting.

Waiting time between spells

After using a spell, the casting time gauge begins to fill up again. The character cannot use any spells until it is full again.

Change Target (Semi-Auto Select)

Press ■ and the TARGET cursor will appear. You can then use the directional buttons or analog stick to select an enemy. Press ■ to confirm the target and resume the battle. You can alter the targeting mode in the Settings section of the Camp Menu.

Change Controllable Character

Press ● and the SELECT cursor will appear. You can then use the directional buttons or analog stick to select a character. Press ● to choose the character and resume the battle.

Using the Command Circle

Press △, and the Command Circle will appear above your character's head. Use the directional buttons or analog stick to scroll through the commands, and press ✕ to perform that command. ● resumes the battle.

Command Circle		
	ITEM	Use an item
	SYMBOLOGY	Use MP to cast a spell
	TACTICS	Change the character's battle strategy
	ESCAPE	Flee the battle
	NO USE	This shows commands currently unavailable

■ Select Window
Select items, spells, and strategies from this window by moving the cursor.

Using items and spells

Choose the item or spell you wish to use, and then select a target. Press ⊗ to confirm or ◎ to cancel.

Waiting time between spells/item usage

After using items or spells via the Command Circle, you will have to wait a short while before using any more.

■ No Item Use Icon
As long as this icon is displayed, you cannot use items.

Fleeing a battle

Choose to escape, and all party members start to run. If you successfully escape, the battle ends.

Using Skills

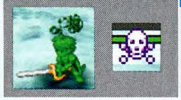
Characters who have learned combat skills are able to unleash them in a fight. The right side of the screen will show the name of the skill used.

Status Ailments

Your characters can sometimes develop status-affecting ailments due to enemy attacks. You can cure these by using items or spells.

Types of Status Ailments

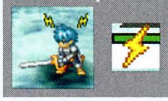
Poison



(Healing item: Aquaberries, Antidote, etc.)

HP diminishes over time. This ailment continues after the battle. Out in the field, HP is lost as you walk and the screen flashes green.

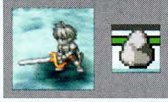
Paralysis



(Healing item: Paralysis Cure, etc.)

The character becomes unable to move. This ailment continues after the battle.

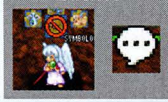
Petrification



(Healing item: Stone Cure, etc.)

The character becomes unable to move. This ailment continues after the battle.

Silence



(Healing item: Medicine Bottle)

The character is unable to cast spells. This wears off after the battle.

Daze

(Healing item: None)

The character is unable to move for a short while.

Incapacitated

(Healing item: Resurrection Elixir, etc.)

This occurs when a character's HP reaches zero. The character is unable to perform any actions in this state. This ailment continues after the battle.

Elements

Weapons, armor, special arts, spells, and enemy attacks sometimes have elemental attributes. The amount of damage dealt or received can change depending on these elements.

Types of elements

There are six elements: fire, water, wind, earth, light, and dark. The element indicator, which you can find on the status and other screens, shows which elemental associations an item has. Illuminated element icons indicate elemental resistance or weakness.

Elemental effects

For weapons, an illuminated element icon means that the weapon deals double damage with that element.
For other equipment, if there is a "+" sign next to an element icon, it means any damage received from a weapon, spell, etc. of that elemental type will either be halved, nullified, or absorbed. A "-" sign means that the damage received will double.

nd MP recovered
n the character's

REGISTRATION CARD - STAR OCEAN®: First Dep

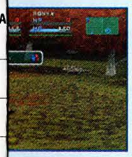
FIRST NAME: _____ LA

STREET ADDRESS: _____

CITY: _____

MALE ☐ **FEMALE** ☐ **E-MAIL ADDRESS:** _____

PARENT OR ADULT GUARDIAN (IF UNDER 18 YEARS OLD): _____



1. How did you learn about this game?
(Choose up to **2**)

- ☐ Word-of-mouth/friends
- ☐ Magazine preview/review
- ☐ Magazine advertisement
- ☐ Internet preview/review
- ☐ Internet advertisement
- ☐ Saw or played demo
- ☐ TV advertisement
- ☐ Game package in store
- ☐ Posters/retail ads in store
- ☐ Square Enix website/email

2. What are the main reasons you bought this game?
(Choose up to **2**)

- ☐ Character(s)
- ☐ Gameplay (minigames)
- ☐ CG/movie graphics
- ☐ Music/sound effects
- ☐ Replay value
- ☐ Developer reputation
- ☐ In-game graphics/art style
- ☐ Multiplayer
- ☐ Price
- ☐ Storyline

3. Where did you buy this game?

- ☐ Best Buy
- ☐ GameStop/EB Games
- ☐ Kmart
- ☐ Toys "R" Us
- ☐ Online
- ☐ Circuit City
- ☐ Hollywood Video/Game Crazy
- ☐ Target
- ☐ Wal-Mart
- ☐ Other

4. How many games have you purchased or received in the past year?

☐ 1-3 ☐ 4-6 ☐ 7-11 ☐ 12+

5. Which systems do y

- ☐ PlayStation®2 com
- ☐ PLAYSTATION®3 (
- ☐ Nintendo GameCu
- ☐ Wii
- ☐ GBA
- ☐ Xbox
- ☐ Xbox 360
- ☐ PSP® (PlayStation
- ☐ Nintendo DS

6. What are your favo

- ☐ Action/Adventure
  (ex. GTA, Metal Gear, Re
- ☐ Extreme Sports
  (ex. Tony Hawk)
- ☐ Flying/Driving
  (ex. Gran Turismo, Need
- ☐ Puzzle/Minigame
  (ex. WarioWare, Brain Ag
- ☐ Shooter
  (ex. Medal of Honor, Hal
  Ghost Recon)

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Ending a Battle

Defeat all enemies to win the battle. Any party member still conscious and able to move will receive experience points, and their HP and MP may recover a little. Also, when characters accumulate a certain amount of experience points, they will level up. Their stats will increase, and they sometimes learn new special arts or spells.

The amount of HP and MP recovered depends on how high the character's STM is.

Defeat (Game Over)

If all party members are incapacitated, paralyzed, or petrified and become unable to fight, then you will lose the battle. It will be game over, and you will be returned to the Load screen.

Battle Tips

■ Get behind the enemy

Because attacks from behind cannot be blocked, it is in your interest to maneuver behind the enemy. Also, because weapon attacks can only be done horizontally, moving up and down makes you a harder target to hit.

■ Protect symbologist (spell-casting) allies

If a spell-casting character is attacked during the casting process, the whole spell is cancelled. When you have symbologists in your party, do not let the enemy get near them. When spell-casting enemies are on the battlefield, focus your attacks on them to cancel their spells before they can finish casting.

arture™ ULUS-10374

ST NAME: _____ AGE: _____

_____ APARTMENT/ SUITE NUMBER: _____

_ STATE: _____ ZIP/ POSTAL CODE: _____ COUNTRY: _____

ou currently own?

puter entertainment system
:omputer entertainment system
)e

Portable) system

ite types of games?

- ☐ RPG (ex. FINAL FANTASY, Pokémon)
- ☐ Major Sports (ex. Madden, FIFA)
- ☐ Music/Rhythm (ex. Guitar Hero)
- ☐ Fighting/Wrestling (ex. Tekken, WWE, Dragonball Z)
- ☐ Simulation/Strategy (ex. The Sims)

7. How often do you play video games?
   ☐ Less than once a week ☐ A couple of times a week
   ☐ Most days ☐ Every day

8. List your two favorite websites to get gaming news/information:
   www._____.com
   www._____.com

9. Which magazines do you read regularly (2 out of 3 issues)?
   ☐ Boy's Life ☐ Disney Adventures
   ☐ EGM ☐ Game Informer
   ☐ GamePro ☐ National Geographic Kids
   ☐ Newtype USA ☐ Nick Magazine
   ☐ Nintendo Power ☐ Official Xbox Magazine
   ☐ PLAY Magazine ☐ PSM
   ☐ Shonen Jump ☐ Sports Illustrated for Kids
   ☐ Tips & Tricks
   ☐ Other _____

☐ Check this box if you DO NOT wish to receive game/ product information from SQUARE ENIX

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Here you can swap equipment, use items, and perform Item Creation.

Opening the Camp Menu

Press △ when on the world map or in a town or dungeon to bring up the Camp Menu screen.

● Camp Menu Screen

■ Cursor
Move this with the directional buttons or analog stick.

■ Party
Shows the status of your party members. Be sure to check out all the data (see P. 28).

■ Command
Camp Menu commands. Select them with the cursor and press ✕ to confirm.

■ Play Data
Your play data up until this point.

TIME	How long you have been playing
FOL	Your party's total funds
BATTLES	How many enemy encounters you have had

Camp Menu Commands	
Special Arts/Spells	Configure special arts and use spells
Items	Use and examine items (see P. 25)
Equipment	Change weaponry and armor, etc. (see P. 26)
Skills	Learn skills and engage in Item Creation (see P. 32)
Status	Check your characters' statuses here (see P. 28)
Settings	Change the play options (See P. 29)
Tactics	Change battle formations and strategies (see P. 30)
Save Data	Load and save game data (see P. 31)

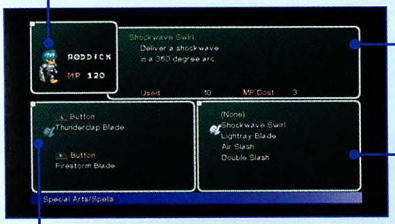
Special Arts/Spells

Characters learn new special arts and spells as they level up. You can set these special arts and spells to the **L** or **R button**, allowing you to use them in battle (see P. 16).

● Special Arts/Spells Screen

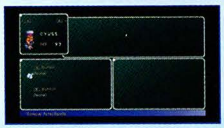
■ Character
Cycle through them with the **L** or **R button**.

■ Info
Describes the special art or spell, including how many times the character has used it and how much MP it costs.



■ Special Art and Spell List
This list shows the special arts and spells usable in battle that the character has learned.

■ Button Assignment
Here you can set the special arts and spells to the **L button** or **R button**.



Using the cursor, select which button you would like to assign a special art or spell to...

...then select the appropriate special art or spell from the list.

Spells

For characters who have learned spells, your choices are Set Spells or Spell Usage. Set Spells works in the same way as setting special arts. Spell Usage allows you to select which spells can be used in battle.

Spell Commands	
Set Spells	Assign spells to the **L** or **R button** to use in battle.
Spell Usage	Use spells, and set whether or not to use them in battle.

■ Set Spells

Assign offensive spells to use against enemies with the **L** or **R buttons**. This works in the same way as setting special arts.

Spell ON/OFF	◉ button
Select a spell and press ◉ to switch it on or off. Your allies will not use any spells in battle that you have turned off.	

■ Spell Usage

Here you can use healing spells. Select the spell from the list, and then select the character you wish to heal. Using spells costs MP, however. If you do not have sufficient MP or there is no need to use a certain spell, you will not be able to cast it.

Icon Meanings	
The following icons appear to the left of spell and item names on the list.	
○	Usable
X	Unusable
E	Equippable item

Items

Here you can check items in your possession and use them. Items are arranged by selectable category.

Items Commands (Categories)	
Newly Acquired	Items you have acquired from recent battles or treasure chests
Single-use Items	Items you can use right now
Food	Edible foods (excludes ingredients)
Weapons	Weapons
Armor	Armor (shields, helmets, boots, etc.)
Accessories	Accessories that can be equipped
Materials	Raw materials for Item Creation
Other	Pictures, books, unknown items, etc.
Combat Items	Items you can use in battle
Key Items	Items of importance in key events

● Item Screen

■ Info

This section shows the name and information of the item. The numbers indicate the sorting number and total number in the selected item category in your possession (for instance, 5 / 19 means item number five of nineteen total items in the category).

■ Item List

This shows items you are carrying. Select them with the cursor.
R button: Scroll seven rows down the list.
L button: Scroll seven rows up the list.

Reorder	△ button
By alphabet	Reorders the list alphabetically
By time acquired	Display items in order of newest to oldest

Toggle	■ button

You can switch the contents of the info window to a more concise explanation (detailing actual concrete effects and parameters). You can also do this when using the Equipment and other menus.

Using items

Select the item, then the character you wish to use it on. Also, if you place the cursor over an equippable item (E) and press ✕, the Auto Equip window opens.

■ Auto Equip Window
Select a character, and the item is equipped.

Parameters	△ button

This displays the character's stats when you are in the Auto Equip window.

Equipment

You can equip weapons and armor onto your characters. Certain types can only be used/worn by certain characters.

Equipment types and body placement	
Weapon	Swords, bows, etc.
Armor	Clothes and armor which protect the body
Shield	Shields to block enemy attacks
Helmet	Hats and helms to protect the head
Greaves	Boots and shoes to protect the legs and feet
Accessory 1 Accessory 2	Ornaments like pendants, gems, rings, or earrings

● Equipment Screen

■ Character
Cycle through them using the **L** and **R buttons**.

■ Info
This displays information about the selected item. Toggle info with ■.

■ Equipment Types
Select an equipment type to see the status window.

■ Status Window
When you select an equipment type, the item selection list appears. The effect this re-equip will have on the character's stats is shown on the left.

Green	Stats increase
Red	Stats decrease

Best Equipment	△ button

Automatically selects the best stat-raising equipment from all the items in your possession. This excludes accessories and items which other characters already have equipped, however.

Skills

Learn new skills, perform Item Creation and use specialties. For detailed information, read from P. 32.

Skill Commands	
Learn Skills	Learn new skills or hone the ones already learned
Item Creation	Use specialties to create new items
Specialty	Use various specialties
Super Specialty	Combine your party members' powers to perform a super specialty

Status

Check your characters' statuses here.

● Status Screen

■ **Basic Status**
Use the directional buttons or analog stick to scroll through the various status screens. First is basic status: Level, HP, etc. info.

■ **Battle Status**
This screen shows the character's attack and defense strength, other battle-related stats, and currently equipped items.

■ **Talents/Favorite Food**
This screen shows the character's talents (see P. 37) and favorite food. At first, the favorite food will be listed as "(Unknown)."

Stats Explained

HP	Health (current / maximum)				
MP	Magic points (current / maximum)				
LV	Character's current level				
EXP	Experience points obtained so far				
NEXT	Experience points needed to reach the next level				
STR	Strength	**ATK**	Attack Power	**LUC**	Luck
CON	Constitution	**DEF**	Defensive Strength	**STM**	Stamina
DEX	Dexterity	**HIT**	Attack hit accuracy	**GUTS***	Guts
AGL	Agility	**AVD**	Ability to evade attacks		
INT	Intelligence	**MAG**	Magic force		

■ **Elemental Status**

* If this value is high, the character can perform critical hits more often and can survive normally fatal attacks, staying alive at 1 HP instead of becoming incapacitated.

Change Name	△ button
Change the character's name.	

Settings

Change game controls and settings.

Settings Options	
Targeting Mode	Set targeting method in battles
Window Color	Adjust the window colors
Camera Position	Set camera behavior in battles
Control Config	Reassign button configurations
Equip Wizard	Choose whether or not to let the wizard automatically equip your party members with the best possible items in your inventory

Window Color

This option changes the color of the window frame. You can alter the gradation of the primary colors to find a mix you like.

■ **Color Adjust**
Select UL, etc., and the color adjust window appears. Change the mix of red, green, and blue, and fine-tune to your liking.

Control Config

Choose Customized to change the button configuration around as you see fit. Select Normal to go back to default settings.

Equip Wizard

Switch the Equip Wizard ON, and whenever a new item is obtained (accessories excluded), the wizard will automatically swap the old equipment for the new one if it is a better item than the one currently equipped.

Tactics

Here you can set battle formations and strategies. You can also change which characters will fight.

Strategy Commands	
Strategy	Set the battle actions for each character to follow in fights
Replace	Change the lineup and choose which members will fight
Formation	Choose a battle formation to start battles off in
Leader	Choose which character you will control

Strategy

All characters except for the one you are controlling will fight according to their set strategies. You can change strategies even in the midst of battle.

Types of Strategies

■ Weapon-wielding fighters
Attack with all you've got!
Protect your friends!
Save your special arts!
Spread out and attack!
Stay away from enemies!
Don't do anything!

■ Healing symbology spell casters
Focus on healing friends!
Do what it takes to win!
Save your spells!
Don't use any spells!
Attack with your weapon!
Don't do anything!

■ Offensive symbology spell casters
Attack with all your MP!
Save your spells!
Spread out and attack!
Don't use any spells!
Attack with your weapon!
Don't do anything!

Replace

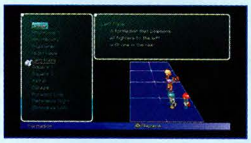
Here, you can change which characters will participate in battles. Up to four characters can fight at once.

On the left are the battle members, and on the right are reserve members.

The lineup directly affects the battle formation order.

Formation

When a battle begins, the party members will start in the formation assigned here. "L" signifies the leader.



Replace	△ button
△ takes you to the Replace screen.	

Leader

This changes the leader. The leader is the character whom you will control when the battle starts and is indicated with a leader icon.

Save Data

Save and load data here.

Commands	
Save	Save the game (whenever possible)
Load	Load a saved game
Delete	Delete a saved game

SKILLS AND SPECIALTIES

By learning various skills, the characters are able to use certain specialties.

The Connection Between Skills and Specialties

Learn specific skills to gain a certain specialty. Furthermore, if several characters learn specific specialties, the party can team up to perform a super specialty.

Skills

This screen shows the character's skill levels. Learning new skills has bonus effects on status, and alllows certain actions to be used in battle.

Specialties

Each specialty has one to three specific skills associated with them. Learn these skills to gain specialties, which allow you to perform unique actions, such as letting you perform Item Creation (see P. 36) or change the battle encounter frequency.

Super Specialties

A super specialty is an extremely powerful specialty, performed by combining several characters' specialties. A super specialty becomes available when at least two characters have learned the prerequisite specialties.

SP (Skill Points)

Skill points are necessary to learn new skills or hone the skills already learned. Characters gain more skill points every time they level up.

Skills Screen

■ Character
This shows the character who is to learn a skill and their SP.

■ Info
This displays an explanation of the skill, specialty, etc.

△ button

■ Skill List
Shows all the skills you can learn at the moment. Level is the character's current skill level, and SP is the number of skill points required to level up that skill.

△ button

■ Specialty Progress View
Illuminated characters: Successfully learned
Dark characters: Specialties lacking sufficient skills
☆: Learned skills
★: Unlearned skills
○: Conditions fulfilled for super specialty
●: Unfulfilled conditions for super specialty

■ Talents
This shows the talents the characters have. See P. 37 for a detailed explanation.
◉ closes the window.

Learning Skills

Purchase a skill set at a Skill Guild, and you will be able to learn the skills in the skill set.

Buying Skill Sets

There are four types of skill sets: Knowledge, Sense, Technical, and Combat. Each skill set type has three levels.

■ Adding Skills

Once you have bought a skill set, the skills contained in that set are added to your skill list.

Learning Skills

Select the skill to be learned and press ⊗. The cost in SP will be deducted, and the skill will be learned. This will not work if the character does not have sufficient SP, however.

■ Leveling Up Skills

You can level up skills already learned by spending more SP on them. As their level rises, so does their power.

SP Required for Leveling Up Skills

Each time you level up a skill, it costs more SP to level it up the next time, so think carefully about how you want to spend your hard-earned SP. The maximum skill level is 10. You cannot accumulate more than 999 SP, so keep an eye on those numbers!

Types of Skills

Skills consist of status skills and battle skills. Status skills affect the character's ability to learn specialties, and battle skills affect the character's actions in battle.

Effects of Skills

Here are the level one skill sets. LV refers to skill level.

■ Knowledge 1 (Status Skills)

Mineralogy	Raises INT by 3 per LV.
Herbology	Raises the restorative effects of Blueberries/Blackberries by 3% per LV.
Recipe	Boosts the effect of eating a favorite food.

■ Sense 1 (Status Skills)

Aesthetics	No particular effect.
Resilience	Raises CON by 2 per LV.
Keen Eye	Recover more HP/MP after eating food items.
Courage	No real effect.

■ Technical 1 (Status Skills)

Sketching	No particular effect.
Knife	Raises STR by 10 per LV.
Whistling	No particular effect.
Imitation	No particular effect.

■ Combat 1 (Battle Skills)

Guard Break	Randomly ignores an enemy's defense when attacking.
Power Burst	Randomly boosts attack power.
Qigong	Randomly boosts defense.
Trance	Randomly increases spell damage.

Appraising Unknown Items

You will sometimes pick up unknown items, and their name will be displayed as "?ITEM," "?WEAPON," etc. These items can be identified using Appraising in Item Creation (see P. 36), but it costs a pair of Spectacles each time you try to identify an unknown item.

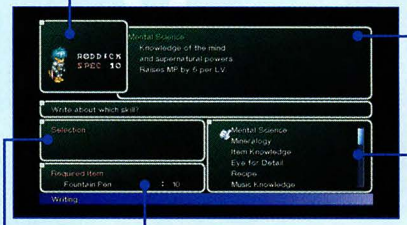
Item Creation

You can make new items with your various specialties via Item Creation. However, specific items and materials are necessary.

● Item Creation Screen

■ Character
The character who is performing the Item Creation.

■ Info
This explains the specialties and materials selected.



■ Materials
This list shows the raw materials in your possession required for the Item Creation specialty.

■ Selection
This window shows the material you have selected for the Item Creation.

■ Required Item
This indicates which items will be used up in the Item Creation process.

Materials

These are the food ingredients, gems, crystals, etc., that are needed for Item Creation. The necessary materials differ depending on which Item Creation specialty you want to perform.

Required Item

These are items needed to perform an Item Creation specialty. Even if you have all the materials necessary, you cannot perform Item Creation if you do not have these required items (some Item Creation specialties do not require such an item). The required items you will need differ depending on which Item Creation specialty you want to perform.

Item Creation example: Cooking

The final dish can turn out a number of ways depending on the ingredient chosen and your current specialty level. A higher specialty level means you are more likely to cook up a mouthwatering masterpiece.

■ Select Ingredient
For Cooking, select a food ingredient from the available list.
Let us use Vegetables as an example.

Success!

■ Cabbage Roll

A tasty-looking dish that will recover some HP when eaten!

Failure...

■ Wilted Salad

Something that is not especially effective when eaten and will not fetch a decent price if sold, either. Also, failure could mean that you end up with no finished product at all.

The Importance of Talents

If a character has a talent relevant to a certain specialty, it makes that specialty easier to succeed in performing. Also, there are some specialties which simply will not work unless the character has the relevant talent.

Developing New Talents

Even characters who don't have a certain talent may spontaneously develop it from using a specialty over and over.

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